

COMPLETE LISTING OF CLAIMS

1. (currently amended) An animated gaming system comprising:
 - a. at least one housing;
 - b. at least one display area located on the housing;
 - c. a plurality of prize displays displaying game related indicia disposed on the display area;
 - d. at least one animated figure coupled to the housing, the animated figure comprising:
 - i. a first animated element, the first animated element being at least part of, or operatively coupled to, the animated figure, wherein the first animated element is moveable between at least two positions and may be moved at various movement rates, wherein in at least one position, the first animated element indicates at least one of the plurality of prize displays;
 - ii. a second animated element, which is at least part of or operatively coupled to the animated figure, wherein the second animated element is movable between at least two positions;
 - e. a first actuator located in the housing and coupled to the first animated element; and
 - f. a controller located in the housing determining a game outcome, and in communication with the first actuator, wherein the first actuator moves the first animated element at various movement rates in response to a signal sent by the controller.
2. The animated game system of claim 1 wherein the animated figure comprises a representation of all or part of an animal, a bird, a human, a human-like figure, a boat, an

automobile, or a train car.

3. The animated game system of claim 1 wherein the game related indicia displayed by the prize display indicated by the first animated element comprises a monetary award.
4. The animated game system of claim 1 wherein the second animated element indicates at least one of the plurality of prize displays and the game related indicia displayed by the prize display indicated by the second animated element comprises a multiplier.
5. The animated game system of claim 1 wherein in at least one position the second animated element indicates a prize display.
6. The animated game system of claim 5 wherein the prize display indicated by the second animated element comprises game related indicia.
7. The animated game system of claim 6 wherein the prize display indicated by the first animated element indicates different game related indicia than the prize display indicated by the second animated element.
8. The animated game system of claim 7 wherein the indicia on the prize display indicated by the first animated element comprises a monetary prize and the indicia on the prize display indicated by the second animated element comprises a multiplier.
9. (cancelled)
10. (currently amended) The animated game system of claim ||9|| 1 wherein the first actuator comprises a stepper motor.
11. (currently amended) The animated game system of claim ||9|| 1 wherein the first animated element is in communication with the second animated element, whereby actuation of the first animated element by the first actuator may actuate the second animated element.
12. (currently amended) The animated game system of claim ||9|| 1 further comprising a

second actuator located in the housing and in communication with the second animated element, the second actuator in communication with the controller, wherein the second actuator moves the second animated element in response to a signal sent by the controller.

13. The animated game system of claim 12 wherein the first and second animated elements may be moved independently of each other by the first and second actuators in response to signals sent by the controller.
14. The animated game system of claim 1 wherein the animated figure represents a single object.
15. The animated game system of claim 1 wherein the animated figure comprises a plurality of objects.
16. The animated game system of claim 1 wherein the second animated element comprises the animated figure.
17. The animated game system of claim 1 wherein at least one of the prize displays comprises a plurality of rotatable sections, each section comprising at least one indicia.
18. The animated game system of claim 17 wherein the first animated element indicates a pay line comprising indicia on one or more rotatable sections.
19. (currently amended) The animated game system of claim 1 wherein ~~the first animated element may be moved at various movement rates, wherein~~ at least a portion of the plurality of prize displays comprise game related indicia having a value, whereby the value of the game related indicia is correlated to the movement rate of the first animated element.
20. The animated game system of claim 1 wherein the first animated element is animated for a time period having a duration, wherein at least a portion of the plurality of prize

displays comprise game related indicia having a value, whereby the value of the game related indicia is correlated to the duration of the time period.

21. The animated game system of claim 1 further comprising a player input device in communication with the controller, the player input device allowing a player to provide player input, the first animated element being moved proximate a prize display according to the player input.
22. The animated game system of claim 21 wherein indicia is displayed on the prize display selected by the player after the player has entered the player input.

23-54. (withdrawn)